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INFO 360-01 Microsoft Visual Basic 2010

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Recommended Citation

White, Gwen, "INFO 360-01 Microsoft Visual Basic 2010" (2014). *Management Information Systems Syllabi*. 204.
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COURSE SYLLABUS

XAVIER UNIVERSITY WILLIAMS COLLEGE OF BUSINESS

INFO 360

INSTRUCTOR: Gwen White

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Text/Materials:

Text: Microsoft Visual Basic 2010 for Windows, Web, Office, and Database Applications: Comprehensive

Shelly/Hoisington (ISBN 13: 978-0-538-46847-3; ISBN 10: 0-538-46847-5)

Online Learning Center:

http://www.wadsworth.com/cgi-wadsworth/course_products_wp.pl?fid=M20b&product_isbn_issn=9780538468473&token

Software Location:

<http://www.microsoft.com/express/vb/default.aspx> - Visual Basic Express 2010

<http://www.microsoft.com/express/vwd/Default.aspx> - Visual Web Developer 2010

Handouts: Additional handouts may be required. Instructor will provide information on obtaining this material.

WILLIAMS COLLEGE OF BUSINESS MISSION: "We educate students of business, enabling them to improve organizations and society, consistent with the Jesuit tradition."

Course Description:

Microsoft Visual Basic 2010 for Windows, Web, Office, and Database Applications:

Comprehensive is intended for a three-credit course that introduces students to the correct ways to design and write programs using Visual Basic 2010. The goal of this text is to provide an introductory-level course in computer programming for students with little or no previous programming experience. The objectives of this book are:

- To teach the fundamentals of the Microsoft Visual Basic 2010 programming language
- To understand and apply graphical user interface design principles
- To emphasize the development cycle when creating applications, which mirrors the same approach that professional developers use

- To illustrate well-written and readable programs using a disciplined coding style, including documentation and indentation standards
- To create Visual Basic applications that deploy on multiple platforms such as Web pages, Windows, and Office environments
- To demonstrate how to implement logic involving sequence, selection, and repetition using Visual Basic 2010
- To write useful, well-designed programs that solve practical business problems
- To create appealing, interactive Web applications that can be delivered and executed on the Internet
- To organize complex programs by using procedures and to anticipate and prevent errors by managing exceptions
- To produce sophisticated, professional programs by using arrays and files that handle data and to make programs more robust by defining classes and using the power of inheritance
- To encourage independent study and help those who are working on their own in a distance education environment

MATERIALS REQUIRED

Online Learning Center:

http://www.wadsworth.com/cgi-wadsworth/course_products_wp.pl?fid=M20b&product_isbn_issn=9780538468473&token

Software Location:

<http://www.microsoft.com/express/vb/default.aspx> - Visual Basic Express 2010

<http://www.microsoft.com/express/vwd/Default.aspx> - Visual Web Developer 2010

To create a portable copy of programs will require the use of a zip disk or USB drive. This will allow you to bring your work to class and/or my office for help with debugging.

CLASS TIME APPROACH

It is assumed that the student has read all assigned materials prior to classroom discussion. Assigned reading materials will be summarized in lectures using only a subset of available PowerPoint presentations, logic examples, and code demonstration.

The course uses a combination of lecture/demonstration and *active learning* applications. Classes will meet in the lab and where appropriate class time will be available for building assigned applications. Class lab opportunities will not be sufficient for completing course assignments. Therefore, students should expect to spend approximately 3 hours per week outside of class preparing lab assignments.

CLASS POLICIES

1. You are expected to attend each class meeting.
2. Late assignments cause problems for the student and the instructor. Students working on old assignments are not focusing on the new material being presented. As assignments are graded at one time, late assignments may not be scored consistently. Assignments will be accepted for full credit with a grace period of 1 day from the due date. After the grace period, a penalty of 20 points will be assessed for late assignments. Assignments turned in on time, but incomplete, should demonstrate an effort on the part of the student to accomplish the task and will receive no worse than a grade of 50. Failure to turn in an assignment results in a zero (0).
3. Students are expected to keep track of their own exam scores and class standing. You may want to use the computer for this application. The instructor will not provide this information prior to final exams.

ACADEMIC HONESTY

"All work submitted for academic evaluation must be the student's own. Certainly, the activities of other scholars will influence all students. However, the direct and unattributed use of another's efforts is prohibited as is the use of any work untruthfully submitted as one's own." The penalty for violation of this policy will be a zero for that assignment if it is a first offense. Subsequent violation will result in an **F for the course** and a letter to the Dean.

You are encouraged to work together on the logic of a program but you must do the actual programming yourself.

EVALUATION

Exams	3	35%
Programs	9	50%
Final Project	1	15%
Total		100%

Teaching Methods:

1. Lectures: Important material from the text and outside sources will be covered in class. Students should plan to take careful notes as not all material can be found in the texts or readings. Discussion is encouraged as is student-procured outside material relevant to topics being covered.
2. Assignments: End of chapter activities and online activities will be assigned weekly to reinforce material in the text.
3. Exams: Three exams will be given. The exams will be open book/notes and will test assigned readings and material discussed in class. Review sheets will be provided prior to the exam day.
4. The final exam/project will be comprehensive in nature. However, the instructor reserves the right to retest on material that was not appropriately comprehended. These items will be noted on exam review sheets.

Assignments

01/16/2014	Syllabus/Course Introduction
01/23/2014	Chapter 1 - Introduction to Visual Basic 2010 Programming No assignment this week – just review chapter
01/30/2014	Chapter 2 – Program and Graphical User Interface Design Case Programming Assignment- pg 99
02/06/2014	Chapter 3 – Program Design and Coding Case Programming Assignment – pg 183
02/13/2014	Chapter 4 – Variables and Arithmetic Operations Case Programming Assignment -pg 279 Exam #1 Chapters 1-4
02/20/2014	Chapter 5 – Decision Structures Case Programming Assignment – pg 364
02/27/2014	Chapter 6 – Loop Structure Case Programming Assignment – pg 462
03/02-07/2014	SPRING BREAK
03/13/2014	Chapter 7 – Creating Web Applications Case Programming Assignment – pg 539
03/20/2014	Chapter 8 – Using Procedures and Exception Handling

Case Programming Assignment – pg 622

Exam #2 Chapter 5-8

03/27/2014 Chapter 10 – Incorporating Databases with ADO.NET

Case Programming Assignment – pg 766

04/03/2014 Chapter 11 – Multiple Classes and Inheritance

Case Programming Assignment –pg 844

Exam #3 Chapters 8 and 10 only

04/10/2014 Catch Up Day and Real Word Applications

04/17-21/2014 EASTER BREAK

04/24/2014 Final Projects

Case Programming Assignment pg. 852 and 853

05/01/2014 Final Projects Due

The syllabus may be modified at the instructors discretion